# *LION RAMPANT* REFERENCE SHEET

## ACTIVATION PHASE
- Issue a Challenge.
- Rally Battered units.
- Activate Wild Charges.
- Order activations.

## LEADERS
- Last model to die unless falling to a lucky blow or challenge.
- +1 to your total for all Courage tests within 12" of the Leader model.
- Leaders may issue challenges.

## RALLY TEST
- Successful: remove Battered marker; cannot activate during this activation phase.
- Unsuccessful: retain Battered marker, remove one model, retreat; take no further action during this activation phase. Disadvantaged if attacked.
- Failed Rally tests do not end your activation phase.

## MOVING
- Mounted Yeomen: 12"
- All other Mounted: 10"
- Fierce Foot, Foot Yeomen, and Bidowers: 8"
- All other Foot: 6"
- Rough terrain halves movement.
- Obstacles end movement, cross next activation.

## SHOOTING RANGES
- Bows and crossbows: 18"
- Slings, Bidowers, Mounted bows and crossbows: 12"
- Javelins: 6"

## ATTACKING/SHOOTING
- 12 dice if above half strength
- 6 dice if half strength or less
- -1 to Shooting over 12"
- Cover increases Armour by 1.
- Lucky blows: Roll a double 1 on two dice.
- Battered units hit on 6.
- Units in Rough terrain: Attack and Defence of 5+ and Armour of 2 unless Ferocious.

## WHEN TO TEST COURAGE
- Unit has taken casualties from Attacking or Shooting.
- Unit is attempting to rally to remove a Battered marker.
- Unit becomes your only unit remaining on the table.
- Leader is killed or flees the table.
- Leader refuses a challenge.
- Retinue has had half or more points of units removed from play.

## COURAGE TEST
- -1 for each casualty the unit has suffered in the game so far.
- -1 if your retinue has had half or more points of units removed from play.
- +1 to your total if your Leader's model is within 12".

## FAILED COURAGE TEST
- Final score is greater than 0, unit must retreat a half move and becomes Battered.
- Final score is 0 or a negative number, unit routs. Remove it immediately.
- A Battered unit which receives another Battered result loses a model and retreats.